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L12	98643	object and alignment and drawing	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
L13	827	snap and shapes and drawing and grid	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
L14	173640	object and placement	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
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L17	19	objects and dragging and gridline	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
L18	23196	rendering and objects and drawing	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
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L20	258	707/502	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
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L22	47	autocad and grids	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
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L27	2	("6038574").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/30 12:40
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1 Display: Improving revisitation in fisheye views with visit wear
Amy Skopik, Carl Gutwin
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(523.18 KB) Additional Information: full citation, abstract, references, index terms

The distortion caused by an interactive fisheye lens can make it difficult for people to remember items and locations in the data space. In this paper we introduce the idea of visit wear - a visual representation of the places that the user has previously visited - as a way to improve navigation in spaces affected by distortion. We outline the design dimensions of visit wear, and report on two studies. The first shows that increasing the distortion of a fisheye view does significantly reduce peo ...

Keywords: edit wear, fisheye usability, fisheye views, focus+context techniques, memorability, spatial memory, visit wear

2 Multimodal technologies: Sketching images eyes-free: a grid-based dynamic drawing tool for the blind
Hesham M. Kamel, James A. Landay
July 2002 **Proceedings of the fifth international ACM conference on Assistive technologies**
Full text available: pdf(1.00 MB) Additional Information: full citation, abstract, references, citings, index terms, review

In this paper we describe one method of transforming a mouse-based graphical user interface into a navigable, grid-based auditory interface. We also report the results of an experiment that tested the effectiveness of a drawing tool for the blind called IC2D that uses this interaction style. The experiment included eight visually impaired participants and eight blindfolded sighted participants. The results show that auditory interpretation of graphics is an effective interface technique for visu ...

Keywords: IC2D, auditory user interfaces, drawing, graphical semantic enhancement, graphics, grid, visually impaired

3 Constructing sonified haptic line graphs for the blind student: first steps
Rameshsharma Ramloll, Wai Yu, Stephen Brewster, Beate Riedel, Mike Burton, Gisela Dimigen

November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies**
Full text available: pdf(861.20 KB) Additional Information: full citation, references, index terms

Keywords: force feedback, haptic display, line graphs, spatial sound, visual impairment

4 Declarative models of presentation
Pablo Castells, Pedro Szekely, Ewald Salcher
January 1997 **Proceedings of the 2nd international conference on Intelligent user interfaces**
Full text available: pdf(1.02 MB) Additional Information: full citation, references, index terms

Keywords: graphic design, model-based user interfaces, user interface design techniques, user interface development tools

5 Large-scale circuit placement
Jason Cong, Joseph R. Shinnerl, Min Xie, Tim Kong, Xin Yuan
April 2005 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 10 Issue 2
Full text available: pdf(428.15 KB) Additional Information: full citation, abstract, references, index terms

Placement is one of the most important steps in the RTL-to-GDSII synthesis process, as it directly defines the interconnects, which have become the bottleneck in circuit and system performance in deep submicron technologies. The placement problem has been studied extensively in the past 30 years. However, recent studies show that existing placement solutions are surprisingly far from optimal. The first part of this tutorial summarizes results from recent optimality and scalability studies of exi ...

Keywords: Placement, large-scale optimization, optimality, scalability

6 A comparison of fisheye lenses for interactive layout tasks
Carl Gutwin, Chris Fedak
May 2004 **Proceedings of the 2004 conference on Graphics interface GI '04**
Full text available: pdf(429.38 KB) Additional Information: full citation, abstract, references, citings

Interactive fisheye views allow users to edit data and manipulate objects through the distortion lens. Although several varieties of fisheye lens exist, little is known about how the different types fare for different interactive tasks. In this paper, we investigate one kind of interaction -- layout of graphical objects -- that can be problematic in fisheyes. Layout involves judgments of distance, alignment, and angle, all of which can be adversely affected by the distortion of a fisheye. We com ...

Keywords: alignment tasks, distortion-oriented visualization, fisheye views, interaction techniques

7 Spatial Cognition: Women take a wider view
Mary Czerwinski, Desney S. Tan, George G. Robertson
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available: pdf(411.33 KB) Additional Information: full citation, abstract, references, citings, index terms

Published reports suggest that males significantly outperform females in navigating virtual environments. A novel navigation technique reported in CHI 2001, when combined with a large display and wide field of view, appeared to reduce that gender bias. That work has been extended with two navigation studies in order to understand the finding under carefully controlled conditions. The first study replicated the finding that a wide field of view coupled with a large display benefits both male and ...

Keywords: 3D navigation, cognitive maps, field of view, gender effects, landmark knowledge, spatial abilities

8 A generalized object display processor architecture

Samuel M. Goldwasser

January 1984 **ACM SIGARCH Computer Architecture News , Proceedings of the 11th annual international symposium on Computer architecture**, Volume 12 Issue 3

Full text available: pdf(974.42 KB) Additional Information: full citation, abstract, references, citings, index terms

A multiprocessor architecture has been developed which addresses the problem of the display and manipulation of multiple shaded three dimensional objects derived from emperical data on a raster scan CRT. Fully general control of such parameters as position, size, orientation, rotation, tone scale, and shading are accomplished at video rates permitting real-time interaction with the display presentation. The GODPA architecture is based on a large number of relatively simple proces ...

9 Feature detection in linked derived spaces

Chris Henze

October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(2.15 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: brushing, computational fluid dynamics, feature detection, flow visualization, multivariate visualization

10 Visualization, Optimization, and Business Strategy: A Case Study

Donna L. Gresh, Eugene I. Kelton

October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Full text available: pdf(552.64 KB) Additional Information: full citation, abstract

We describe a visualization application intended for operational use in formulating business strategy in the customer service arena. The visualization capability provided in this application implicitly allows the user to better formulate the objective function for large optimization runs which act to minimize costs based on certain input parameters. Visualization is necessary because many of the inputs to the optimization runs are themselves strategic business decisions which are not pre-ordaine ...

Keywords: visualization, information visualization, optimization, VisAD

11 Multimodal technologies: Multimodal virtual reality versus printed medium in

visualization for blind people
Wai Yu, Stephen Brewster
July 2002 **Proceedings of the fifth international ACM conference on Assistive technologies**

Full text available: pdf(859.83 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe a study comparing the strengths of a multimodal Virtual Reality (VR) interface against traditional tactile diagrams in conveying information to visually impaired and blind people. The multimodal VR interface consists of a force feedback device (SensAble PHANTOM), synthesized speech and non-speech audio. Potential advantages of the VR technology are well known however its real usability in comparison with the conventional paper-based medium is seldom investigated. We ha ...

Keywords: assistive technology, haptics, human computer interaction, multimodal interface, virtual reality

12 Reaching for objects in VR displays: lag and frame rate
Colin Ware, Ravin Balakrishnan
December 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 4

Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reports the results from three experimental studies of reaching behavior in a head-coupled stereo display system with a hand-tracking subsystem for object selection. It is found that lag in the head-tracking system is relatively unimportant in predicting performance, whereas lag in the hand-tracking system is critical. The effect of hand lag can be modeled by means of a variation on Fitts' Law with the measured system lag introduced as a multiplicative variable to the Fitts' La ...

Keywords: Fitts' Law, Haptics, virtual reality

13 Interactive tactile display system: a support system for the visually disabled to recognize 3D objects
Yoshihiro Kawai, Fumiaki Tomita
April 1996 **Proceedings of the second annual ACM conference on Assistive technologies**

Full text available: pdf(722.95 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D, interactive interface, stereo vision, tactile display, the visually disabled

14 Manipulating simulated objects with real-world gestures using a force and position sensitive screen
Margaret R. Minsky
January 1984 **ACM SIGGRAPH Computer Graphics , Proceedings of the 11th annual conference on Computer graphics and interactive techniques**, Volume 18 Issue 3

Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, citings, index terms

A flexible interface to computing environments can be provided by gestural input. We describe a prototype system that recognizes some types of single-finger gestures and uses these gestures to manipulate displayed objects. An experimental gesture input device yields

information about single finger gestures in terms of position, pressure, and shear forces on a screen. The gestures are classified by a "gesture parser" and used to control actions in a fingerpainting program, an int ...

Keywords: Computers and education, Gesture, Paint programs, Touch-sensitive screen, Visual programming

15 Virtual reality: Designing a VR interaction authoring tool using constructivist practices 
Cara Winterbottom, Edwin Blake
November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**
Full text available: pdf(266.64 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the process of designing an authoring tool for virtual environments, using constructivist principles. The focus of the tool is on helping novice designers without coding experience to conceptualise and visualise the interactions of the virtual environment. According to constructivism, knowledge is constructed by people through interactions with their social and physical environments. Major aspects of this theory are explored, such as multiple representations, reflexivity, ...

Keywords: constructivism, virtual reality

16 Algorithms: Significant facet retrieval for real-time 3D sound rendering in complex virtual environments 
Chris Joslin, Nadia Magnenat-Thalmann
October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(367.63 KB) Additional Information: full citation, abstract, references, index terms

Sound rendering requires that many different aspects are considered simultaneously, especially when rendering a real-time virtual environment. In 3D sound rendering, much the same as for graphics, one of the major influencing factors is the number of reflective polygons in a scene and due to the increase in the ability of most common graphics cards this number can now be very high, especially when scene designers produce an optimum scene using other optimizing tools such as Polygon Cruncher or R ...

Keywords: bounding-box, scene segmentation, sound rendering, virtual environments

17 Dependencies and graphical interfaces in object-oriented simulation languages 
Stephanie Cammarata, Barbara Gates, Jeff Rothenberg
December 1987 **Proceedings of the 19th conference on Winter simulation**
Full text available: pdf(1.49 MB) Additional Information: full citation, abstract, references, index terms

An object-oriented style of computation is especially well-suited to simulation in domains that may be thought of as consisting of intentionally interacting components. In such domains, the programmer can map the constituent domain components onto objects, and intentional interactions (e.g. communications) onto message transmissions. However, some events or interactions between real world objects cannot be modeled as naturally as we might like. Improper modeling of these in ...

18 A fast method for estimating discrete field values in early engineering design 
Jovan Zagajac
December 1995 **Proceedings of the third ACM symposium on Solid modeling and**

applications
Full text available: pdf(1.10 MB) Additional Information: full citation, references, index terms

19 User experience with alignment of real and virtual objects in a stereoscopic augmented reality interface
Ming Hou
November 2001 **Proceedings of the 2001 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: pdf(242.48 KB) Additional Information: full citation, abstract, references, index terms

This paper reports two virtual pointer alignment experiments carried out using a stereoscopic augmented reality interface. The purpose was to evaluate users' sensitivity to surface texture, target position at designated probe points on a cylinder real object surface, virtual pointer form and binocular disparity. The results confirmed the main findings from a previous study: that both surface texture and target position have significant influences. Subjective evaluation of virtual pointer form re ...

20 A palmtop display for dextrous manipulation with haptic sensation
Haruo Noma, Tsutomu Miyasato, Fumio Kishino
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**
Full text available: pdf(1.97 MB) html(40.14 KB) Additional Information: full citation, references, citings, index terms

Keywords: force display, haptic sensation, palmtop display, teleconference, user interface, virtual reality

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